WarGods of Aegyptus Rules Amendments

The following are the official updates and amendments to the WarGods of Aegyptus 2nd Edition rulebook. All officially sanctioned Crocodile Games events will implement these rules. Each entry is listed by page number and section heading, and all of the relevant text within that section has been included here.

Page 25, Khemru Throwing-clubs

Add the following sentence to the end of the paragraph: "Only the Followers of Khanum may be equipped with Khemru throwing-clubs."

Page 27, Body Armor

Heavy Armor
The Points Cost of Heavy Armor has been updated to 8.

Extra-Heavy Armor
The Points Cost of Extra-heavy Armor has been updated to 16.

Page 25, Spears

In the last paragraph, "Rout Command" should be changed to "Fire Command"

Page 34, Disorder

Add: "A Disordered unit cannot Wrap Around."

Page 37, The Turn Sequence

Replace the following paragraph:

2. Initiative Phase
Both players roll a 10-sided die, adding their Harbinger's Command Value to the roll. The Command Value is a Harbinger's Discipline Rating + Ka Rating, plus any other bonuses. The final totals are compared, and the player with the higher total has the Edge, which means his warband has outmaneuvered his opponent's. (If the result is a tie, the Harbinger with the highest Command Value wins.) The difference between the totals determines the Edge Bonus - how much of an Edge the player has. Compare the difference to the table below:

Page 48, Reform

Add the following to the end of paragraph 3 (before the list of 1-8): "A unit may combine a change of formation and a change of facing, but only one of each. Both occur simultaneously."

Page 54

Change the header of "Flank Attacks" to "Charges to the Flank"

Change the header of "Rear Attacks" to "Charges to the Rear"

Page 61, Fleeing From Battle

Replace the final paragraph of this section with the following:

After the initial Turn of routing, the model may only move during the Rally Phase. Each Turn it fails to rally, it is moved a further x2 Move Value towards its home table edge. Note: on the initial Turn of routing, the model does not move a second x2 Move Value during the Rally Phase in the event of a failed Rout Save; it has already moved its full rout distance during the phase that the rout began. If a model routs off the edge of the table, it is removed from play.

Page 64, Units of Chariots

In the third paragraphs, "Passing Attacks and Fire of Opportunity attacks" should be "Passing Attacks and Missile attacks"

Page 73, Shooting at Flyers

Should be +1 vs. Ground Level, +2 vs. Soaring Level.

Page 102, Typhon Profiles

The Wounds and # of Attacks for Typhon Champions and Heroes on page 102 are the wrong way round:

The Typhon Champion should have 2 wounds and 1 #Att.
The Typhon Hero should have 3 wounds and 2 #Att.

Page 132, Gifts of Horus

Replace:

1. Shining Chariot
The Harbinger calls out to the sky, and a shining chariot of gold appears at his side. For the duration of the battle, the Harbinger is granted the use of a Chariot of the Gods, pulled by the divine hawk-headed steeds of Horus. The Shining Chariot must be invoked at the beginning of the Harbinger's Activation Phase, and the Harbinger can take no other action but to climb aboard. The Harbinger may ride in the Shining Chariot himself, or may designate one of his followers as the Passenger. If the Shining Chariot is given to a follower, it may only be ridden by this model for the duration of the power's use.

The Shining Chariot is placed on the tabletop in base contact with the Harbinger, facing in the direction of the player's choosing. No Driver is required, and the Shining Chariot will take the chosen Passenger wherever he desires. If the Passenger dismounts in the midst of a battle, the Shining Chariot remains, but it cannot move and no other model can take control of it. The chariot will only disappear if the Passenger is slain, or if it is destroyed in combat.

The Shining Chariot does not actually ride upon the ground, but glides a few inches above it—it may travel over water, swamp, or rough ground as if it were flat terrain, but it cannot travel over linear obstacles such as walls. The Shining Chariot has the same Profile as a normal Chariot, but with an Armor Rating of 4. However, the Passenger's protection remains the same, receiving only a +2 to his Armor Rating while on board. This power may be used by the Harbinger more than once, but the player may have only 1 Shining Chariot in play at a time.

Cost: 1 Ka Point

Page 155, Gifts of Thoth

First column, first paragraph:
Prophetic Sight should be numbered 6., not 2.

Second column, second paragraph:
The Name of Thoth should be numbered 10., not 6.

8. Flight
By calling on the power of Thoth, the Harbinger flies through the air at great speed. Use of this power must be declared at the start of the Harbinger's Activation Phase, and it cannot be used if the Harbinger is attached to a unit of warriors. The Harbinger is capable of only short flights, and must land at the end of his Activation Phase. The Harbinger flies with a Move Value of 24", and at a height of 12". While in flight, the Harbinger can make a Swooping Attack, or engage another flyer in melee combat. The flight

may be used to engage an enemy model in melee combat, but the Harbinger does not gain the Charge bonus. The first time this power is used in each game costs 0 Ka Points; each subsequent use of the Flight power costs 1 Ka Point. Other rules for flying are detailed in Chapter Two.

Cost: 1st use Free, 1 Ka Point thereafter

Page 163 -- 3rd Paragraph:

1 Unit of 10 City-Dweller warriors
Make the following change to "(Allows 2 Anubi or Asar Characters – player chooses a Champion and Spy)":

Delete "Anubi or" so that it reads: "(Allows 2 Asar Characters – player chooses a Champion and Spy)"

Page 165, Rules for Sorcery

Replace this section:

Choice of Spells
Each Sorcerer knows only a limited number of spells. The number of spells a Sorcerer knows is equal to his Arcane Rating. These spells are determined randomly, by rolling a die and consulting the table of spell descriptions. If a duplicate is rolled, the player may select a spell of his choice. To avoid disputes, it's always a good idea to make this roll in the presence of the other player.

Page 166, Equipping Sorcerers

Add the following section:

Equipping Sorcerers
A Sorcerer (Master of Words, Necromancer, and Witch Master) may be equipped with the player's choice of the following equipment at additional cost: Light or Medium Armor; Hand Weapon or Double-handed weapon.

Page 166, Master of Words

Sebeki Master of Words should have 3 wounds, not 2.

Page 168, Wall of Flames

Second paragraph, first line:
"Discipline Test" should be "Discipline Save"

Page 168, A Fiery Aspect

Replace:

5. A Fiery Aspect
The face of the Sorcerer undergoes a horrible transformation. Gouts of blue fire blast from his mouth and nostrils, and his hair becomes a fiery nimbus around his head. When the Sorcerer is attacked in melee combat, the weird fires that surround him may scorch the attacker. After each attack is resolved, the Sorcerer makes an Arcane Test against the attacker. If the Arcane Test is successful, the attacking model is burned and takes 1 wound with no Armor Save. This wound is suffered even if the attack has killed the Sorcerer. Attackers with more than one attack should resolve each of their attacks separately, one at a time. The Sorcerer can only cast this spell on himself, normally before moving into combat, and the effects last for the full duration of the Sorcerer's next melee combat.

Test: Arcane vs. Arcane
Range: Base-to-base contact
Duration: Next melee combat.
Cost: 2 Spell Points

Page 170, Spiky Ground

Replace:

15. Spiky Ground
Long spikes of stone, sharp as daggers, stab upward from beneath the ground, covering an area with a carpet of death. The Sorcerer must be able to see the center of the affected area, the spikes of which cover the ground in a 3" radius circle. Any model that attempts to move into or through the area risks injury or death. Each time a model attempts to move through, the Sorcerer makes an Arcane Test against the model's Defend Rating. A success means the model loses 1 Wound Point.

The model is not allowed to make an Armor Save, but

instead makes a Move Save, based upon the model's base Move Value – nimble warriors may be able to avoid the spikes. The model must roll equal to or less than its Move Value to avoid taking a wound. Amulets of Ptah bestow their bonus of +1 to the Save.

Chariots are handled differently than units on foot. A Chariot that is moving at Advance Speed makes a single Save vs. a Target Number of 5. A Chariot that is moving at Fast Advance speed must make 2 Saves, each at a Target Number of 5. Each failed save results in a wound.

The Master of Words can have only 1 Spiky Ground in play at any time. If the caster casts a second Spiky Ground, it immediately dispels the one he currently has in play. Spiky Ground cannot be cast upon an area that is already occupied by any model. The To-tanem, and their Stone Colossi, are unaffected by Spiky Ground.

Test:	Arcane vs. Defend
Range:	12" line-of-sight
Duration:	Battle
Cost:	2 Spell Points

Page 173, A Mundane Masking

Replace:

10. A Mundane Masking
By wearing hooded cloaks made from flayed Asar skin, the Witch Master and his Coven take on the appearance of nondescript warriors of another race. The Witch can cast this spell over his entire Coven. *A Mundane Masking* is cast before the battle begins, and the Spell Points are subtracted from the Witch's profile at the start of the game. The disguised Coven must be represented on the tabletop by a unit of models appropriate to their number and disguise, although they may appear to be equipped in any manner. The true identity of the Witches is kept secret to the opposing player, although it must be noted by the Game Master, or else written on a piece of paper before the battle. The Coven may then move and act as normal, safe in their disguise until they *Cast a Spell* or engage in Melee combat.

The Mundane Masking not only hides the Witch's identity, but also tricks the viewer onto thinking the unit is harmless. Each enemy unit that attempts to gain line-of-sight with the Masked Witches must make an Arcane Test against them – this applies to spells, powers, missile fire, or Charge attempts from a distance greater than 5". If the Test is failed, the unit cannot gain line-of-sight with the Witches for the duration of the Turn. If the Test is successful, the unit has gained line-of-sight with the Witches for that Turn only. The Test must be made at the beginning of the enemy unit's Activation Phase. Any unit that is within 5" of the Witches can see them for what they are, without having to make the Test.

It is by means of this witchery that bands of Nekharu Witches have managed to infiltrate deep into the land of Ægyptus to work their treachery.

Test: None, Arcane vs. Arcane to target
Range: None
Duration: Special
Cost: 2 Spell Points

Page 175, Anubi Embalmer

Scarab Bombs
Change the range of Scarab Bombs to Short: 4", Medium: 8", Long: 12"

Change the Point Cost to 5 pts. each.

Page 176, Asar Spy

In the Profile, change the Spy's Discipline from 6 to 7.

Page 178, Basti Camp-Followers

Morale Boost
Replace the 4th sentence with: "Each Basti Camp-Follower is affiliated with a single unit, and each unit can receive only a single Morale Boost (they don't stack.)"

Page 185, The Flesh Hulk

On the Battlefield
Replace with:

The Flesh-Hulk is a Monster and cannot be attached to any unit, as all things go out of their way to avoid it. The Torturer goads the Flesh-Hulk into battle, but he is careful not to get too close. They are considered a single unit, with the Torturer always remaining 1” behind the Flesh-Hulk. The Flesh Hulk is slow and lumbering; it must wheel as a unit, and cannot be issued the Fast Advance command. Once the Flesh-Hulk declares a Charge or enters melee combat, the Torturer automatically detaches from the monster and can move about independently as if detached by the Attach/Detach command. If the Flesh-Hulk somehow survives the melee and has no-one left to fight, it is considered Disordered until the Torturer returns and attaches—it is a mindless thing, and requires the guidance of the Torturer to follow orders.

Page 186, Beloved of Sobek

Change Pts to 140

Change Disc to 6

Add the following sections:

Uncontrollable
The Beloved of Sobek is vicious and uncontrollable, and will eagerly charge into combat with the nearest enemy – even against orders. If the Beloved starts his Activation phase with an enemy model within its forward 12” charge arc it must make a Discipline Save; failure means that the Beloved ignores its current orders and immediately charges the enemy, success means that the player moves the Beloved as ordered. If there is more than one unit within the Beloved’s charge arc, the Beloved must make a Save for each unit, starting with the unit closest.

Bloodthirsty Charge
Though normally slow and lumbering, the Beloved of Sobek can move swiftly if there is a fight to be had. When the Beloved charges an enemy model, the Beloved’s charge movement is x3 his normal Move Value. Thus, under normal circumstances, a Beloved could charge an enemy model up to 12” distant. Note: if the target proves to be further than 12” and the Beloved cannot make base-to-base contact, the Bloodthirsty Charge fails. The failed charge is treated as a Fast Advance (only x2 the Beloved’s Move Value) and the Beloved is moved toward the target only the full distance that this allows.

Warband Restrictions
Replace with the following:

A warband may include only Beloved of Sobek. The warband of a Harbinger of Sobek may include up to 3 Beloved of Sobek, but only 1 per 750 points of his warband, and if his units allow (see page 162).

Page 187, Tethru Scribe

Replace:

The Scribe’s Account
The Tethru Scribe makes a record of the events of the battle, and provides his warband two benefits:

1. The Scribe’s warband receives 1 automatic free Victory Point at the end of the battle. Victory is often a matter of perspective, and the Scribe’s favorable account puts a positive spin on otherwise indecisive events. In the event of a tie, the Scribe’s warband is considered the victor.

2. In Campaign Play, if a Harbinger has earned Renown Points at the end of a battle, he is awarded an additional 2 because of the Scribe’s glorious account. But the records of the Scribes are a double-edged sword; if the Harbinger loses Renown, his humiliation is recorded for all to know, and he loses 1 additional Renown Point.

Note that the Harbinger’s warband must participate in the battle to gain the benefit of The Scribe’s Account; some members of the warband must have engaged enemy models in Melee combat during the course of the battle. Also, the Scribe must survive the battle to provide his benefits.

Page 189, Magic Items

Replace the first paragraph under the “Magic Items” heading with:

Magic Items
The To-Tanem Artifex may purchase up to 2 magic items at 10 points apiece. Roll on the chart below to determine each item before the battle begins.

Once determined, the player may then decide how to equip the magic items. One magic item must be used to equip the Artifex, but the other may be given to another Character in the warband or the player’s Harbinger. The decision must be made before the battle, with the magic item recorded on the appropriate profile. If the wielder of the magic item is slain, the magic item is considered removed from the battle and cannot be ‘picked up’ by another model.

Page 192, Warband Restrictions

1st column, 2nd Paragraph:
Replace this entire paragraph with:

A warband may include as many Priests of the Harbinger’s god that the player desires, according to the rules for Character Restrictions, page 162. A warband may include only 1 Priest of Amun, which counts as one Character option of the Harbinger’s own race.

After the “Warband Restrictions” section, add the following section:

Equipping Priests
Priests may be equipped with the player’s choice of weapons and armor at additional cost.

Page 194, Warbands Summary

Asar Spy
Change the Spy’s Discipline from 6 to 7.

Beloved of Sobek
Change Point Value to 140. Limited: 1, Sobek 3 (1 per 750 pts.), Discipline: 6

Sebeki Master of Words
Should have 3 wounds, not 2.

Page 203: Flesh of Acid

Replace the first paragraph with:

When the Necromancer casts this spell, one of his own minions is sacrificed. The flesh of the victim putrefies and falls to the ground in chunks that ooze a corrosive slime. The other members of the unit can tear off chunks of the flesh and hurl them at their enemies. The flesh burns like acid, causing terrible wounds to the living.

In the second paragraph, first sentence, change “target undead unit” to “targeted Eater of the Dead unit”

Change the cost to 2 Spell Points.

Page 218, Dark Harbinger’s Warband

The Necromancer
Replace the last sentence with: "The Necromancer is compulsory in the Dark Harbinger's warband, and only 1 is allowed.



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